

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A method of operating a poker game, said method comprising:

- (a) receiving an initial wager from a player;
- (b) dealing a hand to the player including a first plurality of cards from a deck of cards, wherein said deck of cards includes fifty-two standard cards, at least one positive impact card and at least one negative impact card, wherein if at least one of the positive or negative impact cards is in the hand, not revealing to the player whether said card is a positive impact card or a negative impact card;
- (c) revealing to the player whether any remaining positive or negative impact cards in the hand are one of the positive impact cards or one of the negative impact cards after the player has caused a replacement, if any, of the at least one of the first plurality of cards;
- (d) evaluating the cards in the hand; and
- (e) providing an award to the player if the hand includes a winning combination of cards, wherein, if at least one of the negative impact cards is in the hand, the negative impact card cannot be part of any winning combination.

Claim 2 (original): The method of Claim 1, wherein dealing the hand to the player includes dealing at least one of the first plurality of cards in the hand face-up to the player.

Claim 3 (original): The method of Claim 1, wherein dealing the hand to the player includes dealing a plurality of the first plurality of cards in the hand face-up to the player.

Claim 4 (original): The method of Claim 1, wherein dealing the hand to the player includes dealing all of the first plurality of cards in the hand face-up to the player.

Claim 5 (currently amended): The method of Claim 1, which includes enabling the player to cause the replacement of the at least one of the first plurality of cards with at least one other card from the deck of cards.

Claims 6 and 7 (cancelled).

Claim 8 (previously presented): The method of Claim 1, which includes displaying whether a card is one of the positive impact cards or one of the negative impact cards after the player has caused the replacement, if any, of the at least one of the first plurality of cards with the at least one other card from the deck of cards.

Claim 9 (currently amended): The method of Claim 1, ~~wherein~~ including randomly determining whether the card is one of the positive impact cards or one of the negative impact cards ~~is random~~.

Claim 10 (currently amended): The method of Claim 5, wherein enabling the player to cause the replacement of the at least one of the first plurality of cards includes enabling the player to cause the replacement of any of said first plurality of cards including any negative impact cards if said negative impact cards are in said first plurality of cards.

Claim 11 (currently amended): The method of Claim 5, wherein enabling the player to cause the replacement of at least one of the first plurality of cards includes enabling the player to cause the replacement of any of said first plurality of cards except the negative impact card if said negative impact card is one of said first plurality of cards.

Claim 12 (original): The method of Claim 1, which includes replacing at least one of the first plurality of cards with at least one other card from the deck of cards.

Claim 13 (previously presented): The method of Claim 12, wherein replacing the at least one of the first plurality of cards includes displaying at least one of the replacement cards face-up to the player.

Claim 14 (currently amended): The method of Claim 12, wherein ~~replacing~~ the replacement of the at least one of the first plurality of cards includes returning the replaced card to the deck of cards.

Claim 15 (currently amended): The method of Claim 1, wherein the winning combination of cards includes at least one of the results selected from the group consisting of: one pair, two pairs, three-of-a-kind, a straight, a flush, a full house, four-of-a-kind, a straight flush and a royal ~~straight~~ flush.

Claim 16 (original): The method of Claim 1, which is operated via a data network.

Claim 17 (original): The method of Claim 16, wherein the data network is an internet.

Claim 18 (original): The method of Claim 1, wherein the cards are virtual and are adapted to be displayed by a display device of a gaming machine.

Claim 19 (previously presented): The method of Claim 1, wherein computer instructions for implementing steps (a) to (e) are stored on a memory device.

Claim 20 (currently amended): A method of operating a poker game, said method comprising:

- (a) receiving an initial wager from a player;
- (b) dealing a hand to the player including a first plurality of cards from a deck of cards, wherein said deck of cards includes at least one positive impact card and at least one negative impact card, wherein if at least one of the positive or negative impact cards is in the hand, not revealing to the player whether said card is a positive impact card or a negative impact card;
- (c) enabling the player to cause a replacement of one or more of the first plurality of cards each for at least one other card from the deck of cards, wherein the player can cause the replacement of any impact cards if said impact cards are in said first plurality of cards;
- (d) revealing to the player whether any remaining positive or negative cards in the hand are one of the positive impact cards or one of the negative impact cards after the player has caused the replacement, if any, of the at least one of the first plurality of cards;
- (e) evaluating the cards in the hand; and
- (f) providing an award to the player if the hand includes a winning combination of cards, wherein, if one of the negative cards is in the hand, the negative impact card cannot be part of any winning combination.

Claims 21 and 22 (cancelled).

Claim 23 (previously presented): The method of Claim 20, which includes displaying whether a card is one of the positive impact cards or one of the negative impact cards after the player has caused the replacement, if any, of the at least one of the first plurality of cards with the at least one other card from the deck of cards.

Claim 24 (currently amended): The method of Claim 20, ~~wherein~~ including randomly determining whether the card is one of the positive impact cards or one of the negative impact cards ~~is random~~.

Claim 25 (original): The method of Claim 20, wherein dealing the hand to the player includes dealing at least one of the first plurality of cards in the hand face-up to the player.

Claim 26 (original): The method of Claim 20, wherein dealing the hand to the player includes dealing a plurality of the first plurality of cards in the hand face-up to the player.

Claim 27 (original): The method of Claim 20, wherein dealing the hand to the player includes dealing all of the first plurality of cards in the hand face-up to the player.

Claim 28 (currently amended): The method of Claim 20, wherein ~~replacing the~~ replacement of the at least one of the first plurality of cards includes returning the replaced card to the deck of cards.

Claim 29 (currently amended): The method of Claim 20, wherein ~~replacing the~~ replacement of the at least one of the first plurality of cards includes displaying at least one of the replacement cards face-up to the player.

Claim 30 (original): The method of Claim 20, wherein the winning combination of cards includes at least one of the results selected from the group consisting of: one pair, two pairs, three-of-a-kind, a straight, a flush, a full house, four-of-a-kind, a straight flush and a royal flush.

Claim 31 (original): The method of Claim 20, which is operated via a data network.

Claim 32 (original): The method of Claim 31, wherein the data network is an internet.

Claim 33 (original): The method of Claim 20, wherein the cards are virtual and are displayed by a display device of a gaming machine.

Claim 34 (previously presented): The method of Claim 20, wherein computer instructions for implementing steps (a) to (f) are stored on a memory device.

Claim 35 (previously presented): A method of operating a poker game, said method comprising:

- (a) receiving an initial wager from a player;
- (b) dealing a hand to the player including a first plurality of cards from a deck of cards, wherein said deck of cards includes at least one positive impact card and at least one negative impact card;
- (c) enabling the player to cause a replacement of at least one of the first plurality of cards except any impact card each for at least one other card from the deck of cards;
- (d) revealing to the player whether any remaining positive or negative impact cards in the hand are one of the positive impact cards or one of the negative impact cards after the player has caused the replacement, if any, of the at least one of the first plurality of cards;
- (e) evaluating the cards in the hand; and
- (f) providing an award to the player if the hand includes a winning combination of cards, wherein, if the negative impact card is in the hand, the negative impact card cannot be part of any winning combination.

Claim 36 (original): The method of Claim 35, wherein dealing the hand to the player includes dealing at least one of the first plurality of cards in the hand face-up to the player.

Claim 37 (original): The method of Claim 35, wherein dealing the hand to the player includes dealing a plurality of the first plurality of cards in the hand face-up to the player.

Claim 38 (original): The method of Claim 35, wherein dealing the hand to the player includes dealing all of the first plurality of cards in the hand face-up to the player.

Claim 39 (currently amended): The method of Claim 35, wherein ~~replacing~~ the replacement of the at least one of the first plurality of cards includes displaying at least one of the replacement cards face-up to the player.

Claim 40 (original): The method of Claim 35, wherein the winning combination of cards includes at least one of the results selected from the group consisting of: a pair, two pairs, three-of-a-kind, a straight, a flush, a full house, four-of-a-kind, a straight flush and a royal flush.

Claim 41 (original): The method of Claim 35, which is operated via a data network.

Claim 42 (original): The method of Claim 41, wherein the data network is an internet.

Claim 43 (original): The method of Claim 35, wherein the cards are virtual and are displayed by a display device of a gaming machine.

Claim 44 (previously presented): The method of Claim 35, wherein computer instructions for implementing steps (a) to (f) are stored on a memory device.

Claim 45 (new): The method of Claim 35, which includes displaying whether the card is one of the positive impact cards or one of the negative impact cards after the player has caused the replacement, if any, of the at least one of the first plurality of cards with the at least one other card from the deck of cards.

Claim 46 (currently amended): The method of Claim 35, wherein ~~including~~ randomly determining whether the card is one of the positive impact cards or one of the negative impact cards ~~is random~~.

Claim 47 (currently amended): The method of Claim 35, wherein ~~replacing~~ the replacement of the at least one of the first plurality of cards includes returning the replaced card to the deck of cards.